CLEAN SET OF PENDING CLAIMS AFTER RESPONSE TO OFFICE ACTION DATED 08/28/02

1   1. (Amended) A shadow rendering method, the method comprising the steps of:

2   providing observer data of a simulated multi-dimensional scene;

3   providing lighting data associated with a plurality of simulated light sources arranged

4   to illuminate said scene, said lighting data including light image data;

5   for each of said plurality of light sources, comparing at least a portion of said observer

6   data with at least a portion of said lighting data to determine if a modeled point within said

7   scene is illuminated by said light source and storing at least a portion of said light image data

8   associated with said point and said light source in a light accumulation buffer; and then

9   combining at least a portion of said light accumulation buffer with said observer data;

10   and

11   outputting resulting image data.

2.   Canceled.

3.   Canceled.

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